3. (Previously Presented) The method of claim 1, further comprising notifying the server of a client request to enable dynamic creation of the unpaired message queue.

4. (Original) The method of claim 3, wherein notifying the server occurs during establishment of communications between the client and the server.

5. (Previously Presented) The method of claim 1, further comprising the server notifying the client when the unpaired message queue contains an unpaired message.

6. (Original) The method of claim 1, further comprising:

generating a request message to be sent from the client to the server; and

storing an indicator in the request message to enable the client to distinguish between unpaired messages.

7. (Previously Presented) The method of claim 1, wherein utilizing the protocol further comprises allowing the client to request automatic transmission of unpaired messages stored in the unpaired message queue.

8. (Currently Amended) A computer readable medium having stored thereon computer executable instructions for performing a method for ensuring client access to unpaired messages from a server, the method comprising:

the server ~~detecting at least one unpaired message to be stored in an unpaired message queue, the at least one unpaired message comprising a communication response for a specific client, the server~~ distinguishing, by analyzing a response message, ~~the~~ at least one unpaired message from a paired message in response to a communication disruption between the client and the server, the server storing the at least one unpaired

message in an unpaired message queue, the at least one unpaired message comprising a communication response for a specific client;

creating the unpaired message queue in a server, the unpaired message queue configured to store a plurality of unpaired messages intended for a client;

utilizing a protocol which allows the client to request at least one unpaired message stored in the unpaired message queue.

9. (Previously Presented) The computer readable medium of claim 8, wherein the method further comprising the server dynamically creating the unpaired message queue in response to the server detecting at least one unpaired message.

10. (Previously Presented) The computer readable medium of claim 8, wherein the method further comprises notifying the server of a client request to enable dynamic creation of the unpaired message queue.

11. (Original) The computer readable medium of claim 10, wherein notifying the server occurs during establishment of communications between the client and the sever.

12. (Previously Presented) The computer readable medium claim 8, wherein the method further comprises the server notifying the client when the unpaired message queue contains an unpaired message.

13. (Currently Amended) The computer readable medium of claim 8, wherein the method further comprises:

generating a request message to be sent from the client to the server;

storing an indicator in the request message to enable the client to distinguish between unpaired messages.

14. (Previously Presented) The computer readable medium of claim 8, wherein utilizing the protocol further comprises allowing the client to request automatic transmission of unpaired messages stored in the unpaired message queue.

15. (Currently Amended) A system for ensuring client access to unpaired messages from a server comprising:

a request module configured to receive a client request;

a response generator which receives the client request from the request module and generates an appropriate response message;

an unpaired message module which ~~analyzes the response message generated by the response generator and configured to~~ distinguishes a paired message from an unpaired message based on an analysis of the response message in response to a communication disruption between the client and the server and to store paired messages in a paired response data structure and unpaired messages in an unpaired response data structure, the at least one unpaired message comprising a communication response for a specific client; and

a response module which communicates paired and unpaired messages to a client.

16. (Original) The system of claim 15, wherein the unpaired message module is further configured to dynamically create the unpaired response data structure in response to a first unpaired response message.

17. (Original) The system of claim 15, wherein the response module is configured to automatically send all unpaired messages stored in the unpaired response data structure.

18. (Original) The system of claim 15, wherein the response module is configured to send all unpaired messages stored in the unpaired response data structure in response to a request from the client.

19. (Original) The system of claim 15, wherein the system is activated upon the server receiving an activation request from the client.

20. (Original) The system of claim 15, wherein the response module notifies the client when the unpaired response data structure contains at least one unpaired message.